

KONAMI

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TACTICAL ESPIONAGE ACTION

# METAL GEAR SOLID®

## SONS OF LIBERTY



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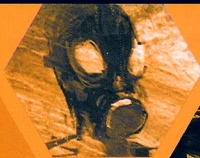


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# METAL GEAR SOLID

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# SOLID SNAKE

> S o l i d S n a k e

## > ADDITIONAL SKILLS:

**Fluent in six languages. Expert in parachuting, scuba diving, mountain climbing, military small arms, and military vehicle and submersible operation.**



> Possessing superior physical abilities, an adaptive and intuitive psychological profile, and a reputed IQ of 180, Solid Snake is considered by many to be the perfect deep cover operative. His reputation for professionalism and efficiency in infiltrating and terminating enemy threats, as evidenced in the successful Outer Heaven and Zanzibar campaigns, remains unparalleled among his peers in the CIA and his former unit, the legendary Foxhound organization.

After eliminating renegade Foxhound operatives Gray Fox and Big Boss in Zanzibar, Snake secluded himself in a remote wilderness area to rehabilitate and try to put his troubled past behind him. Experiencing intense guilt and psychological trauma from his battlefield experiences, Snake succumbed to Post-Traumatic Stress Disorder (PTSD), a common but debilitating veteran ailment he attempted to alleviate by training Huskies. However, before he could begin his long trek toward inner peace, Snake's old Foxhound commander, Colonel Roy Campbell, tracked him down to call on his unique services for one last mission...<

# SOLID SNAKE



# NAOMI HUNTER

> N a o m i H u n t e r

## > ADDITIONAL SKILLS :

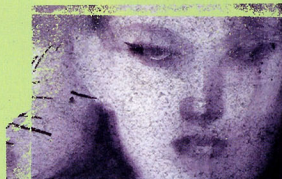
**Freelance Agent and current Medical Chief of Foxhound. Expert on gene therapy and creator of the Genome Army project.**

> A specialist in DNA testing, Naomi Hunter began her career at the Tokyo Police Bureau Police Science Laboratory. Years later, she immigrated to the United States to join biotech research firm ATGC. It was there she developed the gene therapy that eventually became the Genome Army project, the result of which isolates and reprograms specific genes to create soldiers with incredibly heightened senses of combat awareness. This breakthrough prompted the Foxhound medical staff to recruit her as a freelance agent to upgrade and maintain genetically altered Foxhound operatives.

Abruptly pulled off her research into a genetic disease known to kill Genome subjects, Dr. Hunter has been called in by the U.S. government to provide insight and assistance in dealing with the genetically enhanced Foxhound defectors involved in the Shadow Moses crisis.<

NAOMI HUNTER

NAOMI HUNTER







# MEI LING

# MEI LING

> ADDITIONAL SKILLS:

**Innovator and developer of communications and radar systems. Expert in image and data processing.**

> Although born on U.S. soil, Mei Ling's earliest years were spent in a Chinese settlement camp deep in the Kwangtung province. Later, she moved back to America and joined the ROTC program at MIT with hopes of ultimately joining the Air Force. Unfortunately, she was forced out of the program due to poor eyesight and lack of self-confidence. This setback led her to research and develop radar technology that would assist the vision-impaired. Her research eventually caught the eye of military intelligence, which subsequently hired her to help develop digital espionage radar systems under the auspices of various government contractors.

Mei Ling now works under Colonel Campbell at the submarine headquarters coordinating and transcribing communications between Solid Snake and Control. For this project, she has developed the Codec, a Codifying Satellite Communication System that incorporates anti-wiring coding, digital real-time burst communication, and sonar and radar functions. Codified and compressed signals can be sent between parties, which upon receipt are unscrambled and decoded instantaneously.<

# ROY CAMPBELL

> R o y C a m p b e l l

## > ADDITIONAL SKILLS :

**Ex-Green Beret and Delta Force. Veteran Exceptional tactical and leadership skills.**

> The original commander of Foxhound, Colonel Roy Campbell was called out of retirement by the United States government to spearhead a covert surgical strike into the heart of Shadow Moses Island, the headquarters of renegade former Foxhound operatives and mercenaries who have threatened a nuclear strike unless their demands are met. A close association and long history with Solid Snake, the one operative capable of successfully infiltrating Shadow Moses, made Campbell the top choice to find and lure him into reinstatement for one final mission.

Upon tracking Snake down, the Colonel set up Operations Command on an Ohio Class submarine off the coast of the Fox Archipelago. Unlike previous missions, this one has personal ramifications, for Campbell, as his niece, Meryl Silverburgh, is being held captive on Shadow Moses Island.<



BOY CAMPBELL



CAMPBELL



# MERYL SILVERBURGH

S i l v e r b u r g h

## > ADDITIONAL SKILLS :

**Genome-enhanced reflexes and endurance. Proficiency with the Desert Eagle pistol.**

> Meryl Silverburgh, niece of Col. Roy Campbell, has been steeped in military tradition since the day she was born. Even at an early age, she embraced this culture, and has wished for nothing other than a chance to become a soldier.

Meryl has been a dedicated fitness devotee her entire life, honing her mind and body for the day that she would finally taste combat. She also trained extensively to master a wide variety of weapons, focusing primarily on her favorite, the Desert Eagle Pistol. Augmenting these natural abilities and mastered skills through genetic engineering and combat simulations resulted in a supremely confident would-be warrior with an intense desire to see action. Meryl's wish would be answered on her first mission, although not quite in the way she anticipated!<





# OTACON

## > ADDITIONAL SKILLS :

**Genius. Has knowledge and access to stealth camouflage technology.**

> Hal Emmerich, chief engineer of the ArmsTech Metal Gear Project, is nothing short of a genius. Graduating from college at an early age due to an accelerated schedule, Emmerich displayed an astonishing aptitude for computers and an intuitive understanding of robotics and arms technology.

Emmerich hails from a family with a long history of linkage to weapons development. His grandfather was part of the Manhattan Project, which resulted in the creation of atomic weapons, while his father was born on the very day that the atomic bomb was dropped on Japan. Now, unwittingly, Emmerich has helped to perfect the Mobile Theater Missile Defense weapon known as Metal Gear Rex that may bring nuclear destruction to the entire planet!<





# MASTER MILLER

> ADDITIONAL SKILLS :

**Specializes in all forms of warfare.**



> Miller, a seasoned combat veteran, spent years fighting in conflicts all over the globe for the US Armed Forces. He retired from active duty as an expert in survival techniques, able to stay alive in even the harshest of environments. Subsequently, Miller was brought into Foxhound as an instructor, so the new recruits would reap the fruit of his specialized knowledge. There he earned his nickname, Master Miller, as a mark of respect from those he taught.

He'd since retired to the backwoods of Alaska, but was called back to active duty by Col. Roy Campbell to provide Codec support to Solid Snake as he infiltrated Shadow Moses Island.<

# MASTER MILLER

# LIQUID SNAKE

> L i q u i d S n a k e

## > ADDITIONAL SKILLS :

**Expert in parachuting,  
rappelling, scuba diving,  
free climbing, military  
small arms, military combat  
vehicles, and submersibles.  
Fluent in seven languages.**

> Like Solid Snake, Liquid Snake is a master at the many and varied arts of war. This is hardly surprising, as Liquid and Solid are two sides of the same coin: they are clones.

There the resemblance ends, however. Unlike Solid Snake, Liquid was raised in Great Britain, undergoing rigorous military training as he grew up. His mastery of several languages, chief among them Arabic, allowed him to effectively function as an assassin for many years.

Liquid was eventually captured by Iraqi forces, who brainwashed him into performing missions for them. This lasted until Solid Snake left Foxhound, a unit that was much admired by Liquid. Liquid joined and quickly became team leader. His true nature soon surfaced, however, and he cut ties with the U.S. government shortly before seizing Shadow Moses Island.<







# REVOLVER OCELOT

> R e v o l v e r   O c e l o t

> **ADDITIONAL SKILLS:**

**Marksman with exceptional skills. Accomplished sharpshooter who prefers using vintage American revolvers. Expertise in torture and information extraction.**



> Although inspired by the lore and legend of the American Old West, Revolver Ocelot is a product of the former Soviet Union. With the fall of the Russian empire, Revolver Ocelot left his police unit to join the KGB's special forces. This proved to be an uneasy fit, as Ocelot's independence and unique style of combat put him at odds with his superiors. Knowing he needed a change, Ocelot jumped at the chance to join Foxhound when it was offered to him.

The origin of Revolver Ocelot's obsession with the American West is unknown, but manifests itself in both his appearance and fighting style. He prefers the long duster and antique suit of this bygone era, and his favorite weapon is the Colt Single Action Army Revolver, a gun produced in the 1860s. He enjoys the challenge of having to reload during battle... an opportunity afforded him by his amazing accuracy with the firearm.<

# VULCAN RAVEN

> V u l c a n R a v e n

VULCAN

## > ADDITIONAL SKILLS :

**Superhuman strength and senses, ability to control nature spirits, extreme tolerance of cold temperatures.**

> Born and bred in the wilds of Alaska, Vulcan Raven is a half-Native American, half-Inuit giant of a man. The harsh environment that formed his character resulted in a man almost immune to frigid cold; a talent further enhanced by his status as a shaman.

As a young man, Vulcan Raven made his way to the former Soviet Union, where he made an uneasy acquaintance with Revolver Ocelot. This led, in turn, to a stint in a mercenary band in Outer Heaven, where he met the rest of the Foxhound team. Quickly joining their ranks, Vulcan Raven soon became one of its most invaluable members.

His prodigious strength and resiliency alone make him a formidable foe. These skills, coupled with heightened senses and control over nature spirits granted to him in his role of shaman, make him an almost unbeatable foe.<



CAN RAVEN



# SNIPER WOLF

> S n i p e r W o l f

## > ADDITIONAL SKILLS :

**Cares for wolf dogs on Shadow Moses Base. Possesses exceptional physical endurance to pain and disease.**



> Sniper Wolf is a child of war. Despite her fair features, she hails from the Kurdish area of Iraq, where she witnessed the slaughter of her entire family by Saddam Hussein's chemical attack on her hometown. Newly orphaned, she was taken in by Iraqi special forces and trained extensively in various combat techniques. It was obvious from the beginning, however, that she was a born sharpshooter:

Breaking from her Iraqi handlers, Sniper Wolf was soon taken under the wing of Big Boss, where her skills were further refined. This eventually brought her to the notice of Liquid Snake, and she was quickly accepted into Foxhound.

Besides her remarkable aim, Sniper Wolf's main asset is her ability to obsessively lock on to a target, thinking of nothing else until the victim has been dispatched. In such a state, Sniper can easily remain in wait for her victims for weeks, ignoring any and all physical discomfort.<

R WOLF



# PSYCHO MANTIS

> P s y c h o M a n t i s

## > ADDITIONAL SKILLS :

**Exceptional psychokinetic, possessive and telepathic abilities.**

➤ Psycho Mantis may be the most psychically powerful individual on Earth. From his childhood, his prodigious—and dark—gifts were obvious. He first discovered his abilities as a child in his Russian hometown, by delving into the minds of his family and discovering that his father despised him. This unleashed a wave of anger and despair in Mantis that manifested as a huge pulse of mental energy—a shock wave that killed everyone in his hometown, his father included. This tragedy left Mantis's face permanently scarred and burned, forcing him to constantly wear a gas mask to hide his terrible visage.

Quickly taken in by the KGB soon after, Psycho Mantis was trained to focus and channel his abilities. But as his mental powers grew, his body withered.

But no matter how hard Mantis sought to sustain his body's health, his mind was a different matter. Although much more in control of his abilities to read minds, conjure illusory worlds, and manipulate solid objects, he could never entirely silence the voices that whispered inside his head. The factor of instability that this side of his personality introduced makes Psycho Mantis an extremely unpredictable and deadly enemy.<



PSYCHO MANTIS

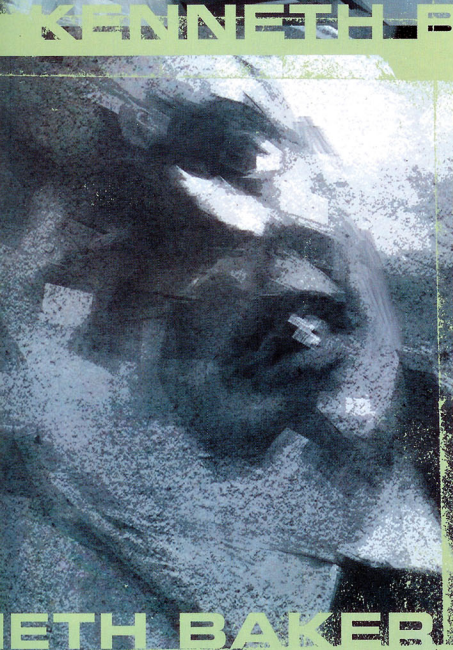


# KENNETH BAKER

> K e n n e t h B a k e r

> As president of ArmsTech, one of the largest military contractors in the world, Kenneth Baker was desperate to increase corporate revenue during the arms industry slump following the end of the Cold War. To facilitate this, he convinced DARPA chief Donald Anderson to work jointly on a lucrative Metal Gear black project for the US government.

Baker is the only person with the knowledge of how to correctly use the three Cardkeys that override Metal Gear's detonation codes.<



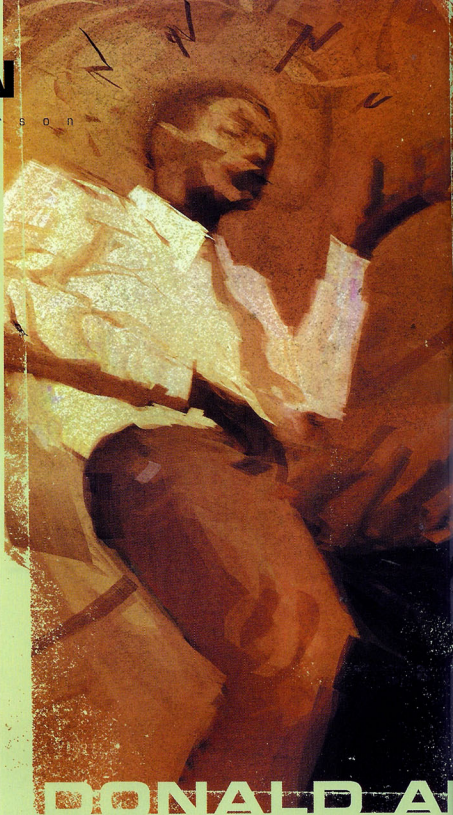
KENNETH BAKER

# DONALD ANDERSON

> D o n a l d   A n d e r s o n <

> After working as a strategist and CIA operative for more than a decade during the Cold War, Anderson was appointed chief of the Defense Advanced Research Projects Agency (DARPA) under the auspices of the Pentagon. During his tenure, he secretly began construction, development, and VR testing of the Metal Gear Rex project in conjunction with Kenneth Baker and ArmsTech.

A strong believer in nuclear deterrence, Anderson was suspected to have entered Shadow Moses in an attempt to disarm the warheads due to his knowledge of the PAL codes.<



DONALD A



ANDERSON





# METAL GEAR REX

M e t a l   G e a r   R e x

> A Kenneth Baker/Armstech Industries black project, Metal Gear Rex is a bipedal mech defense vehicle covertly developed by chief engineer Hal "Otacon" Emmerich and funded by DARPA chief Donald Anderson. Although Emmerich was assured that Rex would be used only for nuclear deterrence, a separate department within Armstech had far different plans: Metal Gear Rex would be the world's first nuclear capable tank, able to strike from anywhere on land.

Beyond its nuclear armament, Metal Gear Rex possesses a vast array of powerful weaponry and defensive attributes. Offensively, Rex holds two G12.7 mm Machine Guns, three Phalanga-F (AT-3 "Rain From Heaven") Radio-Guided Anti-Troop Missile Launchers, one 18.5m Rail Gun (Special Ops Optimum Bombardment 422 "Widowmaker"), and one Armstech International V17 Vulcan Cannon Searing LaserStorm High Energy Cutter. Defensively, the vehicle is encased in a virtually impregnable laminate/steel alloy.

Rex's lone pilot is completely dependent on a radome mounted on the mech's left shoulder to provide information about the outside world and auto-target the weapons systems. If the radome is destroyed, the pilot is forced to manually control Rex's offensive and defensive capabilities, subsequently becoming much more vulnerable to enemy fire.<

AR REX

# GENOME SOLDIER

> G e n o m e S o l d i e r

> Genome Soldiers are next-generation Special Forces born out of excessive genetic therapies in an attempt to create the perfect soldier. Due to this engineering, they possess far more acute senses of vision and hearing than an average human being.

A platoon was shipped to Alaska to participate in a nuclear weapons exercise utilizing Metal Gear Rex. Their loyalties became skewed when they fell under the mind control of Psycho Mantis, willfully serving Liquid Snake for the duration of the Shadow Moses insurrection.<





# NINJA

> N i n j a

## > ADDITIONAL SKILLS :

**The Ninja's actuator suit is equipped with stealth camouflage, and can detect minute movements in the air. His battle training is further augmented by the suit, which boosts his combat skills to near superhuman levels.**

> Although much of his humanity has long since been stripped away, the Ninja began life as Frank Jaeger, an orphan taken in by Big Boss. Big Boss spent years training the boy, honing his battle skills until he became an agent of pure destruction. This program was so successful that Jaeger quickly became a professional mercenary in his teenage years.

Even disfigurement suffered as a POW in Mozambique did not dull Jaeger's taste for battle, and his valor and bravery resulted in Big Boss granting him the legendary Foxhound codename Gray Fox.

After Jaeger was nearly killed by Solid Snake during a military operation in Zanzibar, he became the subject of Genome research that stretched over four long years. The only thing that kept him going during that time was the burning desire that one day he would exact his revenge on Solid Snake.>





# RAIDEN

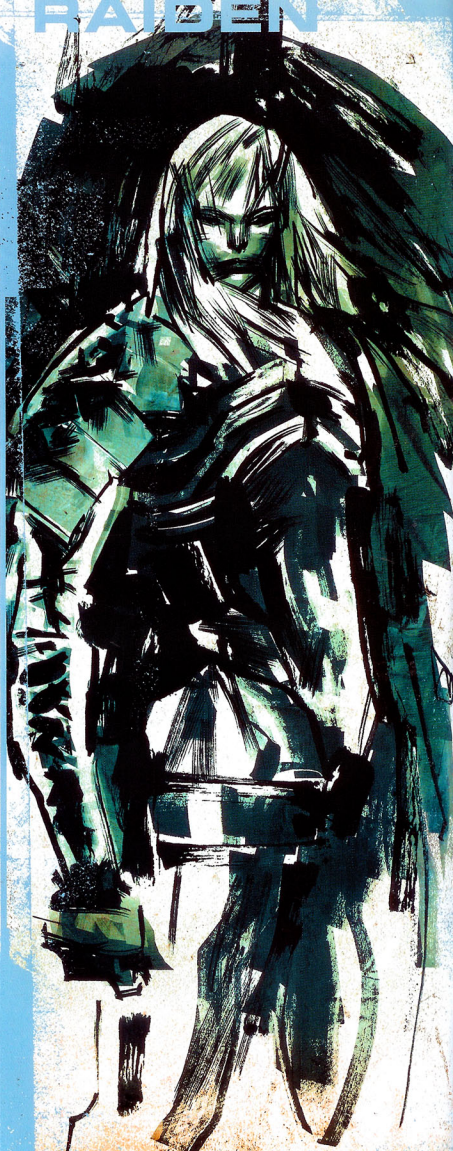
R a i d e n

> Raiden is the codename of the rookie operative recruited by FoxHound to liberate Big Shell from the terrorist organization Dead Cell. While never experiencing actual combat, he is a veteran of over 300 VR missions, including simulations of the Outer Heaven, Zanzibar, and Shadow Moses campaigns. His superiors at Foxhound, including Colonel Roy Campbell, feel he has the potential to become the next Solid Snake.

Raiden is outfitted in a state-of-the-art stealth outfit known as a "Skull Suit," which is equipped with electro fiber technology and a large array of sensors known as "Smart-Skin" that can detect injuries and communicate with the nanomachines in his body to create a feedback system. Raiden's intravenous nanomachines also serve to provide communications with Foxhound and access links to security nodes inside Big Shell.

Raiden has no known family and his only close acquaintance is his girlfriend Rose, who acts as his mission analyst for the Big Shell operation.

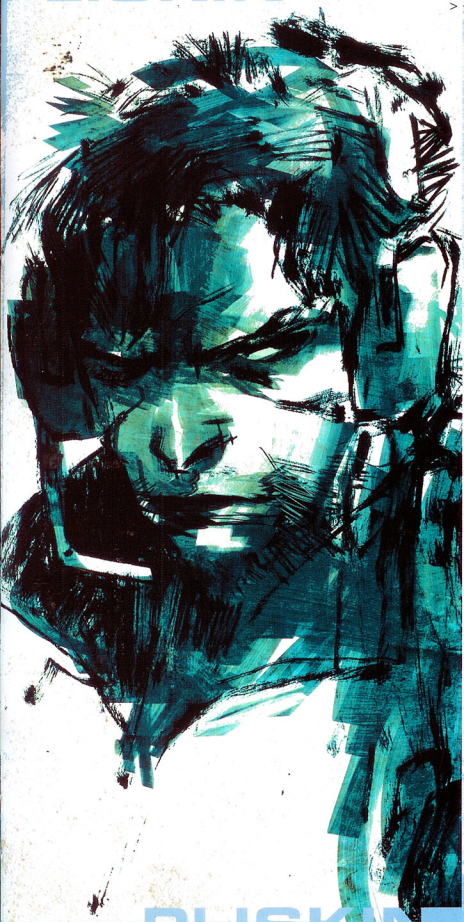
Before being recruited by Foxhound, Raiden was in the U.S. military as part of the Army's Force XXI trials. His past before joining the service is unknown, even to him, as he suffers from an unrecognized form of Dissociative Amnesia.<



WES **PLISKIN**

**PLISKIN**

P l i s k i n



> A seasoned and jaded Navy SEAL 10 operative, Lieutenant Junior Grade Iroquois Pliskin provides advice and support to Raiden during the Big Shell operation so long as their interests coincide. He is distrustful of Raiden's affiliation with a Foxhound organization that supposedly disbanded years ago.

There is no official military record of a Lieutenant Iroquois Pliskin, so it is suspected that he may be using this guise as a cover identity to infiltrate Big Shell.<



# FORTUNE

F o r t u n e

# FORTUNE

> Also known as "Lady Luck," Fortune's real name is Helena Dolph Jackson, the daughter of Marine Commander Scott Dolph and widow of Colonel Reginald Jackson. Following in her father's footsteps, Fortune joined the military and quickly rose through the ranks before coming to the attention of her future husband, Colonel Jackson, who was at that time in charge of the Naval anti-terrorist training unit, Dead Cell.

While miraculously lucky on the battlefield, Fortune suffered devastating misfortunes in her personal life. Her father died during the infamous sinking of the U.S.S. Discovery and her husband was court-martialed on charges of corruption and fund misappropriations. It was then that Fortune marshaled the leadership of Dead Cell to commit acts of terrorism for their own interests, including the hijacking of the Big Shell.<





FATMAN

> **FATMAN**

&gt; F a t m a n



> At the tender age of ten, Fatman built his first nuclear bomb from scratch, thus earning his codename after the atom bomb dropped on Nagasaki during WWII. This feat impressed the Navy so much that they immediately recruited him to study under the tutelage of Peter Stillman, the world's foremost explosives expert. However, he would only work with Stillman as long as he believed could learn anything useful, for Fatman had an obsessive need to surpass his mentor and be known as the best in his field. He quit soon after and embarked on a colorful freelance career until finally joining up with Dead Cell, rigging Big Shell with enough explosives to blow the entire facility sky high.

Fatman is notoriously unstable and unpredictable. He possesses a nihilistic sensibility and must be dealt with at all times using the utmost caution.<



FATMAN

# SOLIDUS

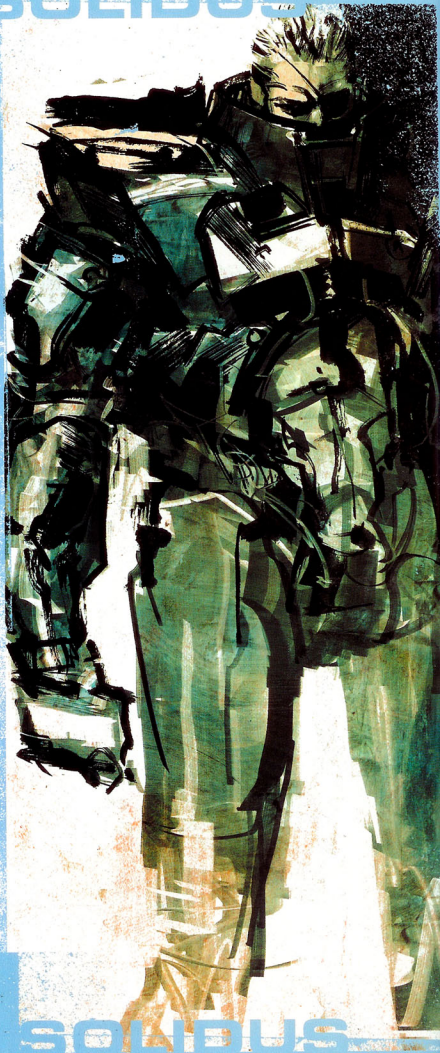
> S o l i d u s

SOLIDUS

> Along with Solid Snake and Liquid Snake, the enigmatic figure known as Solidus is rumored to be one of the offspring produced by the Les Enfants Terribles project designed to produce a super-soldier with the skills and abilities of Big Boss.

He is rumored to have been deeply involved in the Liberian Civil Wars of the 1980's, but other than that, very little is known about him.

Solidus's current status and whereabouts are unknown, but he is presumed to have adopted a secret identity and gone into hiding.<



SOLIDUS





OLGA



OLGA

# OLGA

> 0 1 g a

> Olga is the daughter of one of the foremost leaders of the former Soviet military, Colonel Sergei Gurlukovich, head of the Russian Special Forces known as Spetsnaz GRU. During the difficult Soviet Afghanistan campaign of the late 1980's, she traveled with her father and learned a wide range of military and survival skills. After the downfall of the Soviet Union, Olga became instrumental in aiding Colonel Gurlukovich's private Russian army in various freelance enterprises, usually in conjunction with Revolver Ocelot, a long-time associate of her father.

Olga is expertly trained in all facets of Spetsnaz GRU tactics, making her an exceptionally formidable opponent.<



# VAMP

> V a m p

> A Romanian by birth, Vamp and his family were hit in a terrorist bombing of the church they frequented in his hometown. Wounded and trapped in the rubble for three days, he was forced to subsist on the blood of his own slain family members, subsequently developing a vulgar and perverse taste for it soon after. A wizard with knives, Vamp eventually came to the attention of Colonel Reginald Jackson, who was at that time recruiting operatives for President Sears' anti-terrorist training unit known as Dead Cell. As years past, he became especially close with Jackson, General Scott Dolph, and Dolph's daughter and Jackson's wife Helena (aka Fortune). Once Jackson was court-martialed and deposed from Dead Cell, Vamp loyally followed Fortune as they orchestrated their terrorist plot on the Big Shell facility.

Vamp possesses a wide range of unexplainable supernatural abilities; foremost among them is the ability to live on after seemingly fatal wounds. Whether he is actually human or not is a matter of pure speculation.<





ROSE

ROSE

> R o s e

> Rosemary is Raiden's girlfriend and mission analyst for the duration of the Big Shell campaign. She was recruited by Colonel Campbell to replace an injured FoxHound analyst who had to stand aside.

Raiden is upset and automatically suspicious of the Colonel's motivations, as he feels that recruiting her for this mission is ludicrous due to her inexperience in the field and her intimate relationship with him. However, the Colonel feels strongly that she is the correct person for the job and will not back down.<

ROSE

# METAL GEAR RAY

> Metal Gear Ray

> Once the technical specifications of Metal Gear Rex were sold on the black market after the Shadow Moses incident, Metal Gear variations quickly began to propagate throughout the world. In response to this threat, USMC General Scott Dolph spearheaded the construction of the Metal Gear Ray prototype, an amphibious, anti-terrorist battle tank with a primary purpose to act as Metal Gear deterrence, eliminating any Rex vehicles that might pose a threat to national security.

Metal Gear Ray possesses a wide array of munitions well beyond its predecessor Rex: Along with Vulcan cannons, guided missiles, lasers, and a rail gun, Ray's arsenal also contains a Hydro Cutter that can fire sea water at super-pressurized velocity, capable of penetrating almost any substance on Earth.

Ray was constructed from materials that make it much more agile and organic than previous Metal Gear models. It can also form a blood-like coagulating nanopaste around any hull damage it sustains.<





TACTICAL ESPIONAGE ACTION

# METAL GEAR SOLID

STORY BY: MATT FRACTION • ART BY: ASHLEY WOOD • LETTERED BY: TOM B. LONG













OPERATION FILE CLOSED.

